



## **“Brute Force” Fact Sheet Spring 2002**

<b>What:</b>	“Brute Force™ ”
<b>Publisher:</b>	Microsoft® Game Studios
<b>Developer:</b>	Digital Anvil
<b>Format:</b>	DVD for the Xbox™ video game system
<b>Pricing:</b>	€69.99/£44.99
<b>Availability:</b>	Christmas 2002

### **Product**

**Overview:** Players can instantly take control of any one of four highly specialised super-commandos in “Brute Force,” a new action-packed sci-fi squad-based shooter game. Whether the encounter requires stealth, tactics, sniping or just “Brute Force,” the team is ready and able. Gamers experience the intensity of a shooter game with the cunning strategies of team-based tactical combat. “Brute Force” can be played solo through six worlds in the extensive single-player campaign, or gamers can have up to three friends jump in on the fly in Dynamic Co-op mode or to battle it out in a multitude of competitive death-match modes. “Brute Force” is the first Xbox title from world-renowned developer Digital Anvil.

### **Features:**

- **Simultaneous control of four distinct commandos.** Gamers have complete authority over the universe’s toughest commandos. They can choose from a deadly sniper, the war-hardened assault trooper, a cunning scout or a



feral alien. With the tap of a button, gamers can switch between commandos and select a squad member perfect for any combat situation. Each commando is uniquely qualified for different scenarios, and it is up to the gamer to determine how to best deploy their skills.

- **Co-op and deathmatch multiplayer modes for up to four gamers.** Gamers can battle it out with up to three friends through the entire mission campaign. Each player can select which member of the squad to control and jump in or out of the game at any time. Gamers can snipe the enemy from behind while squad-mates blaze forward with the heavy stuff. Or they can sneak ahead as the scout to decide how to instruct teammates to fight with optimal tactics. Also, friends can battle it out against one another in a variety of death-match modes.
- **Weapons and equipment galore.** Gamers can choose from a vast multitude of deadly weapons, equipment and gadgets. They can equip teams with Miniguns, Sonic Cannons, Stealth Suits, Sniper Rifles, Psychic Blasts and more. Each weapon is designed to take advantage of certain enemies and environments. Gamers must learn the strengths of each weapon to best exploit the weaknesses of their foes.
- **Amazing next-generation visual effects.** Gamers witness dazzling effects, dynamic lighting and gorgeous graphics beautifully rendered in a variety of environments. “Brute Force” reveals a level of detail players may not have thought possible.
- **Increasing commando skill levels.** Gamers can increase the skills and abilities of commandos as they are used. For example, they can develop a highly skilled sniper that can take out an enemy in a single precise shot or the raw power of an assault trooper as he takes on an onslaught of enemies.
- **Six challenging worlds.** Gamers can explore six exotic worlds, each with a unique environment, enemies and gameplay strategies. To survive in each world, players

will have to learn how to best use the unique abilities of the commandos.

- **Awesome audio.** Gamers experience the incredible realism of Dolby Digital 5.1 surround sound as the environmental sound effects and music bring the worlds of “Brute Force” alive.

**Developer  
Information:**

Since forming an initial alliance in 1997, Microsoft Corp. and Digital Anvil have collaborated on developing groundbreaking games for the PC. In December 2000, Microsoft acquired Digital Anvil. As an internal development studio within the Microsoft Games Division, Digital Anvil continues its commitment to next-generation gaming with top-notch creative and technical talent. As part of Microsoft, Digital Anvil’s developers now have full access to resources and infrastructure that allow them to fully realise their creative vision.

More information about Brute Force can be found at <http://www.bruteforcegame.com/>.

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